THE SCURP OF OSIRIS

INSTRUCTION BOOKLET



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- 3. Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- · Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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PROLOGUE

THE RISE OF THE SCORPION

It has been some time since Mathayus defeated Memnon, but little does he know that a new foe is lurking in the shadows. A sinister man they call Menthu has kidnapped the beautiful Cassandra, Mathayus' new bride. He and his evil sorceress apprentice, Isis, are determined to use Cassandra's magical powers to awaken the Dunes of Natash, an evil desert oasis that, if disturbed, will cast a thousand-year desert storm that will desolate the lands of Egypt.

The only way to defeat Menthu and foil his plans is for Mathayus to uncover the world's most powerful sword, the Sword of Osiris.

THE RACE AGAINST THE SANDS OF TIME HAS BEGUN.

CONTROLS

L Button

Control Pad

START

SELECT



R Button

A Button

B Button

Start Game/Pause/Return to Game Highlight Menu Selection

Confirm Selection Return to Previous START
Control Pad: Up ▲,
Down ▼, Left ◄, Right ►
A Button
B Button

• POWER

STARTING A GAME

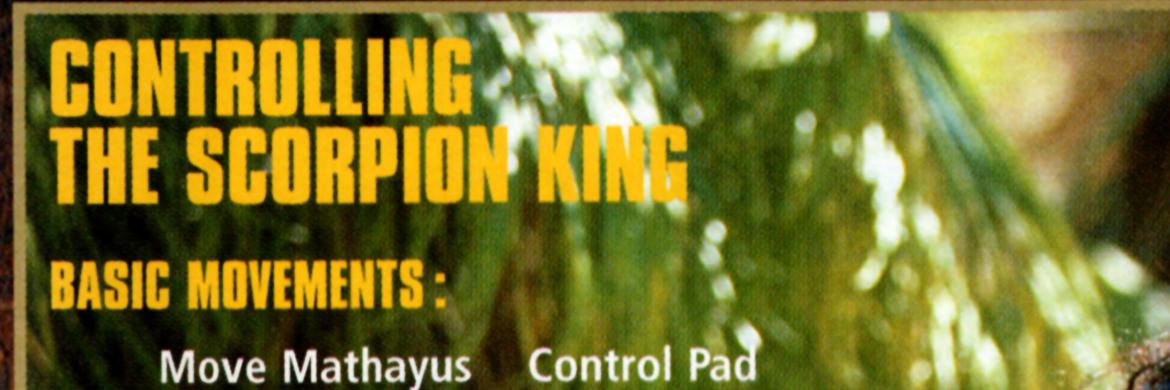
Insert the game cartridge into the Game Boy®Advance and turn the power on. Press START at the title screen to enter the mode selection screen. Use the Control Pad to select either NEW GAME or CONTINUE and press A Button to confirm your selection.

BEGIN PLAY FROM THE START:

Use the Control Pad to select NEW GAME and press A Button to confirm your selection.

CONTINUING A GAME:

Use the Control Pad to select "Continue" and press
A Button to confirm your selection. At the Password
Screen, enter your password and press START to continue
from where you last played. A new password will be
given to the player each time a level is cleared.



Jump A Button

B Button Attack

Press and hold the R Button Walk

Control Pad Down ▼ Crouch

Control Pad Diagonal Left or Right Crawl

Switch Weapons Press the L Button

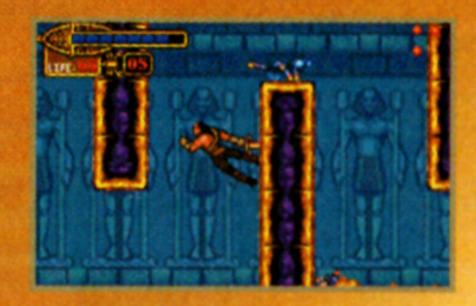
Climb Ropes,

Vines, and Chains

Press Control Pad Up ▲ while standing over obstacle

to grab

SPECIAL MOVES



WALL SPRING JUMP: Press and hold A Button while facing wall to jump off (BOTH WEAPONS).

Note: The longer the player holds A Button, the farther Mathayus will jump off the wall.



CEILING CLIMB: Press and continue to hold A Button. Use Control Pad Left ◀ or Right ▶ to move. To drop down, release A Button.

SWORD PLUNGE: Press A then Control Pad Down V.

DEFENSIVE SWORD STANCE: **FORWARD THRUST**: Press and hold B Button, while he spins his sword, press Left ◀ or Right ►.

DEFENSIVE SWORD STANCE: UPWARD THRUST: Press and hold B Button, while he spins his sword, press Up.

DEFENSIVE SCIMITAR THROW: Press and hold B Button, then press either Left, Right, Diagonal Left, Diagonal Right, Up or Down, to throw scimitars.



SWORD

A cunning and deadly weapon with which Mathayus begins his adventure. Though not as fast as the Scimitar, it is more powerful.



SCIMITAR

Razor sharp hand blades that are the quickest but the weakest.



SWORD OF OSIRIS

No one has seen this powerful weapon, or knows its whereabouts. You must find it before Menthu does and use it to defeat him.

THE POWER OF THE HERO'S GAUNTLET



The Hero's Gauntlet is an ancient relic that Mathayus needs in order to complete his dangerous quest. Once he has uncovered the Gauntlet, he will then be able to power up his current weapon to make it more powerful.

After each deadly adversary is defeated, Mathayus will be rewarded a new knuckle slot for the gauntlet. Once all four knuckle slots are collected Mathayus will be able to wield the most powerful sword in the world, the Sword of Osiris.

BUT HOW DOES ONE UNLOCK
THE MYSTERIOUS POWER OF THE SWORD?

THE POWER CELL



RED CELL: POWER ELEMENT

Mathayus must collect a power cell for each knuckle slot. As each cell is collected, his weapon becomes more powerful. For example, when the sword reaches Level Three, it will shoot a fireball.

- NORMAL STATUS
 LEVEL 1
 LEVEL 3

- LEVEL 2
 LEVEL 4: MAX POWER

Note: When a player is hit, he will not only lose life, but the power level of the weapon will drop to the previous level.

ITEMS & COLLECTIBLES

FOOD [LARGE/SMALL]

Eat these items to replenish Mathayus' health.







Hidden throughout the levels are Scorpion icons. Collect 100 of these to receive an additional man.

CHARACTERS



MATHAYUS

The hero of our adventure who must face treacherous danger to rescue his beloved bride and save the world from the evil reign of Menthu.



The new bride of Mathayus whom Menthu has abducted to utilize her magical powers.





MENTHU

Emerging from the shadows, he has put his evil plan into motion to destroy Mathayus once and for all.

ISIS

A rogue apprentice to Menthu who will rule next to him when her magical powers are combined with Cassandra's.



ENEMIES



MUMMIES

The raised dead will do anything to stop Mathayus.



RED TURBAN WARRIORS

Menthu's secret military henchmen are at his disposal.



COBRAS

This agile enemy is under Menthu's wicked charm.



SIREN

A deadly and cunning adversary of Mathayus.

SCORPION STATUES

Hidden throughout this ancient land are mysterious scorpion statues that lead to secret lairs. Deep down within these lairs are mysterious artifacts called Runes, which Mathayus needs to collect. Once all six runes are inserted into the hero's gauntlet, the true



power of the legendary Sword of Osiris will be revealed. But be warned: if you discover all of the runes, the consequence you will face is unimaginable.

CAN YOU FIND ALL SIX RUNES TO AWAKEN THE SWORD OF OSIRIS?

FIND OUT MORE ABOUT THE ROCK AND THE SCORPION KING:

Log onto www.scorpionkinggames.com to find out more about the world of The Scorpion King:

- Information about The Rock
- Information about upcoming **Scorpion King games**

- Wallpaper downloads
- Screenshots

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Vivendi Universal Interactive • 4247 S. Minnewawa Ave., Fresno, CA 93725

THE SCORPION KING: SWORD OF OSIRIS CREDITS

Developed by Wayforward Technologies

EXECUTIVE PRODUCER

Voldi Way

PRODUCER

John Beck

PROJECT MANAGER

Shereef Morse

ASSISTANT PRODUCER

Jeff Pomegranate

ASSET MANAGER

Paul Danielski

LINE ASSET MANAGEMENT

Paul Porazik

TECHNICAL ARTIST

Cole Phillips

DESIGNER/ART DIRECTOR

Matt Bozon

HERO ANIMATION

Robert Buchanan

ENEMY/BOSS ANIMATION

Luke Brookshire

BACKGROUND SUPERVISO

Armondo Soto

LEVEL DESIGN/INTERFACE

Paul Danielski

LEAD PROGRAMMER

Michael Stragey

ENGING ASSISTANT

Jimmy Huey

MUSIC AND MUSIC ENGIN CODE PROVIDED BY:

Paragon Five

MUSIC PRODUCER

Paul Bragiel

MUSIC REPLAY

Stephane Hockenhull

MUSIC COMPOSITION

Jake Kaufman

SPECIAL THANKS FROM WAYFORWARD:

Mark Bozon
Jenni and Delaney
Angelica Danan
Hope Stragey
Amelia Ramirez
Cody DeRuyter
Nicole Slamer
Michael Morse
Steve Angeles
Debbi Brookshire
Jen & Munch
And the entire
WayForward Staff.

PUBLISHED BY UNIVERSAL INTERACTIVE

VICE PRESIDENT OF PRODUCTION

Vijay Lakshman

SENIOR PRODUCER

Daniel Suarez

ASSOCIATE PRODUCER

Sean Krankel

PRODUCTION COORDINATOR

Nick Torchia

GAME CONGEPT

Nick Torchia and Sean Krankel

ADDITIONAL PRODUCTION SUPPORT

Sean Mountain

VICE PRESIDENT OF GLOBAL MARKETING

Torrie Dorrell

SENIOR PRODUCT MANAGER

Chris Mollo

ASSOCIATE PRODUCT MANAGER

Lauren Faccidomo

MARKETING COORDINATOR

Anson Sowby

SENIOR MANAGER PUBLIC

Alex Skillman

JR. PUBLICIST

Sandra Shagat

DIRECTOR OF PROMOTIONS

Chandra Hill

CREATIVE SERVICES
SUPERVISOR

Michael Sequeira

PRESIDENT

Jim Wilson

VU CREATIVE

Jessica Drossen Haley Sumner Jens Claussen

BOOKLET DESIGN

Lauren Azeltine

TESTING

Absolute Quality

VU CONSOLE SALES

Tom Petit

Brad Chester

Brad Smith

Clara Gilbert

Michael Lawrence
Janet Wright

EUROPEAN MARKETING MANAGER

Nabil Debira

SPECIAL THANKS

Kovel/Fuller Ricci Rukavina

The Counter-Strike Team

Kevin Misher

Nathan Knetchel

Joey Sayson

Scott Johnson

Marcus Sanford

Suzan Rude

Bill Kispert

AND LAST BUT CERTAINLY NOT LEAST...

A tremendous thanks to Dwayne Johnson for his added support and passion in the making of this game.

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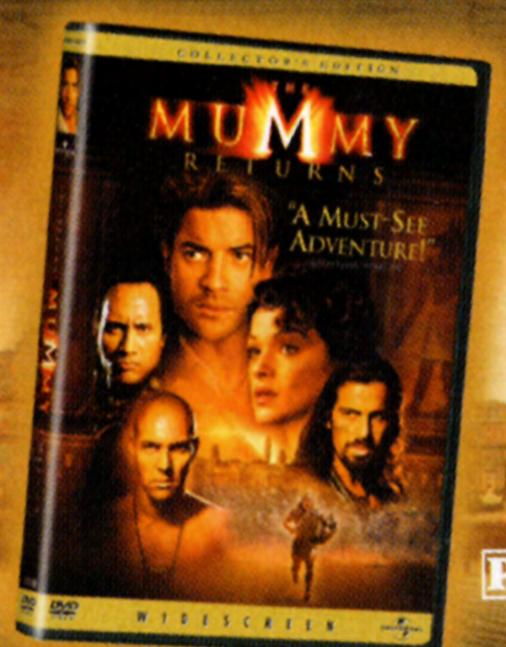
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